Reuse Knowns and Unknowns

Bill Frakes

CS Dept, Virginia Tech NCR, Falls Church, VA frakes.cs.vt.edu

Frakes, W.B. and Kyo Kang, (2005), "Software Reuse Research: Status and Future", *IEEE Transactions on Software Engineering*, 31(7), July, pp. 529-536.

known knowns

- 1. You must have upper management support.
- 2. You need to measure reuse and document the payoff.
- 3. A phased implementation model is often a good plan.
- 4. You need to provide education.
- 5. Methods for domain engineering..
- 6. Reuse design guidelines.
- 7. Systematic reuse and DE can work (or not) in an industrial setting.
- 8. Reuse is not always cost effective.
- 9. Reuse can significantly improve software productivity and quality.
- 10. Most organizations very seldom build completely new systems.

known unknowns

- 1. How to do systematic reuse and DE for systems of very large size/complexity.
- 2. How to do systematic reuse and DE for all domains.
- 3. How to use reuse measures in finance models.
- 4. How to assure component safety.
- 5. How to measure component reliability.
- 6. How to get people to do more reuse/DE experiments and replicate them.
- 7. How to get people to measure reuse and DE.
- 8. Prescriptive linkage from DA to DI.
- 9. How the various DA methods compare.
- 10. Is reusability a valid concept?

Unknown knowns?

Unknown unknowns?

Some Resources - ReNews http://wfrakes.wordpress.com/, ICSR WWW.isase.org